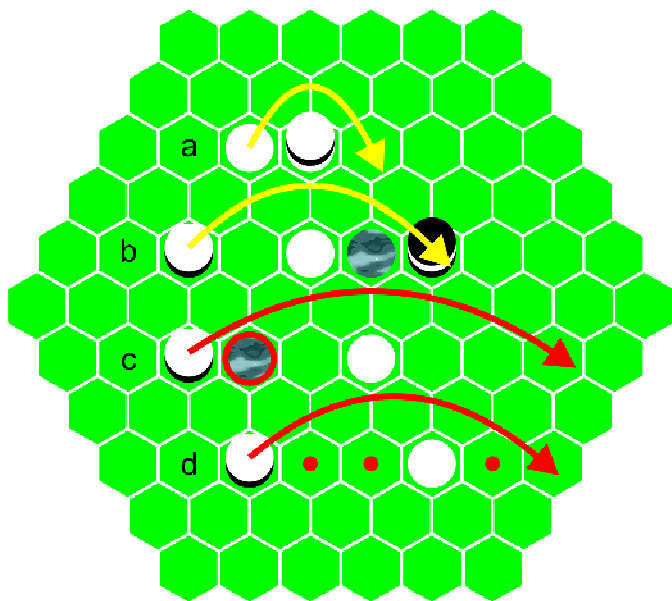




Notice that the spaces between the piece jumped over and the landing space don't need to be empty. If the jumping piece lands on top of an enemy piece, it creates (or enlarges) a stack of discs (see 'Stacks'). Enemy pieces are neither captured nor removed from the game.

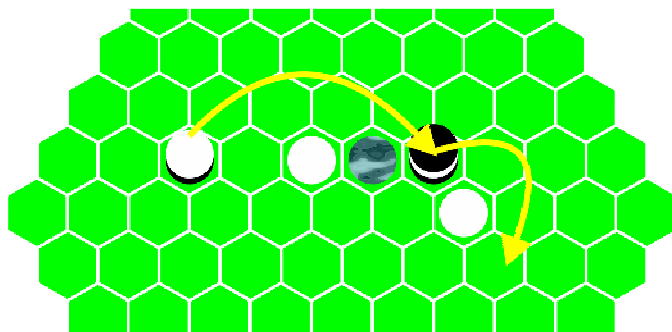


Examples of legal and illegal jumps:

- a) Legal: Landing space is empty. Same distance.
- b) Legal: Spaces between jumping and jumped-over pieces are empty. Same distance. Destination occupied by enemy piece.
- c) Illegal: Obstacle between jumping and jumped-over pieces.
- d) Illegal: Not same distance.

**Multiple jumps:** If, as a result of a jump, a piece lands **on top of an opponent's piece**, it can make another jump movement (under the same conditions), and so on. This is not mandatory.

You **cannot** combine walks and jumps.



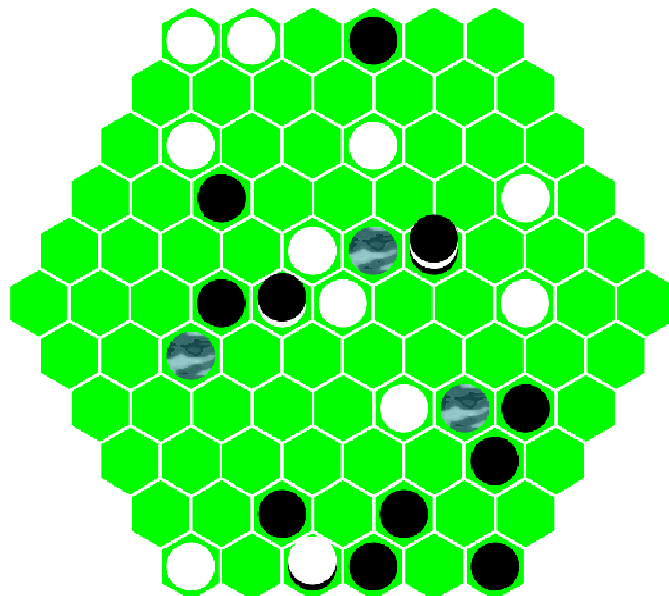
Example of multiple jumps

## Victory condition

If at the *start* of your turn you have more pieces on your opponent's back rank than your opponent has on your back rank, then you have won. *Remember the definition of 'piece'.*

If the above condition is not reached and you can't make a legal movement at the start of your turn, you lose. This rarely happens.

Players may agree on a draw at any moment during the game.



Endgame example:

White's turn. White wins by having more pieces on Black's back rank (bottom) than black pieces on White's back rank (top): 2 to 1.

## STRATEGY TIPS

Don't read this if you wish to discover the game by yourself!

- Pieces can jump from large distances, and even cross the entire board in a single jump!
- You can block a threatening jump by simply placing a piece between the two enemy pieces.
- Try to threaten several pieces with the same move.
- Try to control the centre space of the board.
- Having discs trapped in stacks is not that bad, because you're still threatening to move if they're liberated.
- Because your back rank can be reached by either walking or jumping, but only defended by jumping, purely defensive play is not a good strategy (not enough pieces to defend it). You must balance defensive and offensive play.